

*Commodore
Users Group
of
Saskatchewan*

March, 1989

Vol 4 No. 3

**R
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M**

This Month: Micro Money Management

MicroChip Money Management				
	A	B	C	D
01	Credits	January	February	March
02	Salary	1,569.36	1,325.97	1,648.32
03	Bank Int.	687.46	329.51	782.90
04	Investment	549.20	439.58	326.45
05	Dividends	67.25	58.92	25.48
06	Total	2,873.27	2,153.98	2,792.13
07				
08	Debits			
09	Mortgage	828.25	828.25	
10	Insurance	38.50		
11	Medical	20.56		
12	Dental	15.17		

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Have a
Happy Easter

NEW, IMPROVED OBLIGATORY STUFF!

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C U G S EXECUTIVE 1989

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If you have any questions about CUGS please feel free to contact any of the above executive members.

THE MONITOR is published monthly by the COMMODORE USERS' GROUP OF SASKATCHEWAN (CUGS), Regina, Sask., Canada. CUGS meetings are held at 7 pm the SECOND WEDNESDAY of every month (unless otherwise noted) in the North-West Leisure Centre, corner of Rochdale Boulevard and Arnason Street.

Anyone interested in computing, especially on the C64, 128 or 64C, is welcome to attend any meeting. Out of town members are also welcome, but may be charged a small (\$5.00) mailing fee for newsletters. Members are encouraged to submit public domain software for inclusion in the CUGS DISK LIBRARY. These programs are made available to members. Any member is entitled to purchase DISKS from our public domain library for a nominal fee. Programs are 'freeware', from computer magazines, or the public domain. Individual members are responsible for deleting any program that he/she is not entitled to by law (you must be the owner of the magazine in which a particular program was printed). To the best of our knowledge, all such programs are identified in their listings. Please let us know if you find otherwise. Contact Earl Brown, 727 Rink Ave.

CUGS is a non-profit organization comprised of C64, 64C, C128, and 128D users interested in sharing ideas, programs, knowledge, problems and solutions with each other. The more members participate, the better the variety of benefits. Membership dues are pro-rated, based on a January to December year.

MEETING PLACE

CUGS MEETING WEDNESDAY - MARCH 8, 1989

NorthWest Leisure Centre
7:00 pm

AGENDA

1. Club Business
2. Home Budgeting (using a spreadsheet)
3. Break
4. Earl's Income Tax program
5. Question Period
6. Prize Draw (printer labels)

EDITORIAL

Your executive has done a little head-crunching and come up with a reasonably tight spring program for the club. Part of keeping the club worthwhile is meeting the needs of the membership. Our club has a history of executives who keep the welfare of their members at the fore in all their planning. The next three months will demonstrate the versatility and variety we have to offer the casual and/or experienced C64/128 user.

Take this month's meeting, for instance. This past month I've been fascinated by the variety of "do-your-tax" packs and programs appearing on dealer shelves for prices ranging from \$46 to \$88 (Canadian!) for every machine from the A**le to the A**ga! For the princely price of a membership and \$3.00 to buy the disk, we have a current, updated dependable Sask. Income Tax program available to all club members, courtesy Earl Brown. I don't know how many years Earl's been at this, but it's an excellent example of the kind of thing we should all try to do for the club. A famous programmer once said that every computer 'hacker' had one GREAT program inside him. If you could each just produce it and contribute it to the club, we'd all benefit from your skills. It doesn't have to be flashy, with fancy "bells and whistles", written in ML with a professional "user-friendly" interface. It just has to work, and do something that others will find useful!

Just like Earl's program. Each year, he has to do a re-write (courtesy of Revenue Canada) and he still manages to improve some part of the program, usually to meet an expressed need from the members. Maybe you're not a programmer, but you found a unique application or variation for one of the club's many PD programs. Let us all know - sharing what you know will help our club grow! Our meeting tonight will deal with just that sort of thing - an application of a commercial program for a personal, practical purpose.

Also, next month we salute an "unofficial" Decade of Gaming on the C64. Next month we'll have a major article on GAMES and the C64. In fact, the issue will be dedicated to games, as will the major part of the meeting. I'd like to beg, cajole, implore, whine and otherwise debase myself to encourage you to submit a game review (old or new) for that issue. It would be a good month to try, as we'll be offering our "Free Disk for MONITOR contributions" then. Anyone contributing an article which gets printed in the MONITOR will be offered a free disk from our club library for their first contribution, and will be entered into a draw (come December) for a major piece of computer software. A good way to contribute from the comfort of your home would be to leave (upload) your article to our club's bulletin board.

Along with a "games" theme, April's meeting will offer a half-hour mini-flea-market for club members. Anyone with original software or hardware they'd like to sell is welcome to bring it to the meeting with a price in mind!



MAZE'S MARCH MESSAGE

Welcome to spring!!!!. It seems that winter has been with us for such a long time that the return to warmer weather (even with the messy streets, etc.) is a welcome change.

I would like to take this opportunity to thank everyone who helped out at our CUGS booth at Computerfest. The time you spent and the help in answering questions was especially appreciated. Special thanks to Real and Ken who lent their equipment to help make our display as good as it was. Although the overall attendance at Computerfest seemed to be down a bit this year from last year, the interest in the C64/128 is still there judging from all the questions and interest we got. In fact, I think that the interest shown in CUGS was the same as previous years.

Spring also brings income tax time. Thanks to Earl for all the work he puts into his income tax program. I am sure that his presentation and program will be as appreciated this year as it has been in the past. At this meeting I will also try to show how a home budget program can be set up using a spreadsheet. Although I will demonstrate with Multiplan, I hope that what I cover can be easily converted to any spreadsheet program. The intention is more in the application of the software rather than demonstrating the software itself.

For our April meeting we are planning a look at games - examining the different types of games and also looking at some of the new games available. The last half hour of this meeting will be a mini "flea market". If you have something you don't need any more, why not bring it and sell it to someone else. The only restrictions are:

- 1) you do your own pricing and selling; and
- 2) sell original software only (no copies).

This can be successful only if there are lots of sellers. If enough people want to sell stuff this could become a good chance to swap rather than sell.

Spring! I guess I'd better start thinking about my garden.

CUGS MEETING WEDNESDAY - APRIL 12, 1989

AGENDA NorthWest Leisure Centre
7:00 pm

1. Club Business
2. GAMES, GAMES, GAMES
3. Questions/Problems
4. Prize Draw
5. Sale/Trade of equipment, software, etc.

This meeting will give you a chance to sell any computer equipment, original software (no copies), books, etc. that you do not need any more. The success of the sale will be dependent on how many people get involved as sellers.

If you have something that you don't need any longer, bring it along to this meeting.

Members will be responsible for the pricing and sale of their own items.

KEYBOARD PRAYER (SOURCE UNKNOWN)

OUR PROGRAM WHO ART IN MEMORY,
HELLO BE THY NAME.
THY OPERATING SYSTEM COME,
THY COMMANDS BE DONE
AT THE PRINTER AS IT IS ON
THE SCREEN.
GIVE US THIS DAY OUR DAILY DATA
AND FORGIVE US OUR I/O ERRORS
AS WE FORGIVE THOSE WHOSE
LOGIC CIRCUITS ARE FAULTY.
LEAD US NOT INTO FRUSTRATION,
AND DELIVER US FROM POWER
SURGES,
FOR THINE IS THE ALGORITHM,
THE APPLICATION
AND THE SOLUTION,
LOOPING FOREVER AND EVER.
RETURN.

LABELS by Richard Maze

In articles in MONITOR in September to November I looked at some how-to aspects of word processing. This article is a look at another how-to: printing labels. I will show how to set up a word processing file to print the two most common sizes of labels. My explanation will center on Paperclip, but it should be an easy task to adapt it for your word processor and different label sizes.

The two most common sizes of label are 15/16" X 3 1/2" and 1 7/16" X 3 1/2". All these measurements are in inches, which is OK because most word processing programs make all their references to lines and characters per inch. Labels may be one, two, or three across. Only printers that handle extra wide paper are able to handle 3-across labels. I will look at 1-across and 2-across labels only.

The first thing to do is to get your labels properly inserted in the printer. To do this you want to do two things. First, the left edge of the label should be located at the first print column (i.e. where you would print on paper if you set your left margin to 1). If you are using labels that are sprocket fed in a sprocket feed printer just set the left edge to where you normally would for paper. If you are using a printer that form feeds individual sheets, you will have to adjust your left margin to eliminate the sprocket holes (usually 1/2 inch - but check this out as some vary). When the left margin is set correctly, advance the labels so the top edge of a label is lined up correctly with the print head.

MAZEONLABELSCONTINUED...

Once the labels are lined up correctly in the printer we can define the page size. Vertically, between one label and the next, is a distance of 1/16". This is perfect because, with the small labels, this means that there is EXACTLY one inch from the top of one label to the top of the next. The 1 7/16" labels then have an inch and a half from label top to label top. Since there are normally 6 lines/inch, you can then set your page size to 6 for the small labels and 9 for the larger labels. This is done (in Paperclip) by using pp6 (or pp9) to set the page size.

You must now define how many lines you want to print on a label. On the smaller label there is a maximum of 5 print lines available while the larger label has up to 8 print lines. Select the number of these you want to use. In Paperclip, to print on 4 lines, you would use 'pg4'. This tells Paperclip to advance to the start of a new page after 4 lines have been printed. Set this to whatever you want (up to the maximum available). If you need more lines than the maximum, you can obtain extra print lines by using the line spacing command (if your wordprocessor and printer support this). For example, you could set your printer to 8 lines/inch (in Paperclip = 'ls8'). This means that you should set pp to 8 (or 12 for larger labels) and you now have up to one less than each of these numbers available for printing (pg).

The next thing to define is left and right margins. Using pica (normal 10 pitch) you have 35 character positions for each label (3.5"). A label should have some white space on each side - how much depends on the length of your longest line. For address labels, the longest line is usually the address which seldom exceeds 25 characters. To be safe, a left margin setting of 5 (lm5) is usually OK. The right margin setting is dependent on whether you are going to print 1-across or 2-across labels. For 1-across labels, the right margin setting is 35. For 2-across labels, the right margin setting will be 72 (35 for each label plus 2 character positions for the space between labels - the second label starts at column 37 and goes to 72).

If you need more than 35 characters/label-line you can change to elite, 12 pitch type (in Paperclip - pt12). This will give you 42 characters/line for each label.

The only other thing to decide is where, vertically, you want to print on a label. For example, on a small label at 6 lines/inch, you may want to print on 4 lines. Do you want the extra blank line at the top or bottom of the label? Since you will have most of a line at the bottom anyway, you may as well put it at the top. To do this you need to vertically position the first print line down one line (in Paperclip use vp1). The easiest way to determine this is to subtract total lines - print lines needed. Divide this answer by 2 and that is the vertical position value. Most often the remainder, if one exists, is also put at the top but that is up to you. On the larger labels, to use 4 lines, you would have a vertical position of 3 ($9 - 4 = 5$ $5/2 = 2$ $2 + \text{remainder} = 3$). If you are going to use a vertical position, there is one very important thing that must be done. The value in the vp command MUST be added to the pg value to properly indicate the number of lines used/label. A small label with vp1 using 4 print lines would then have pp6:pg5 and a large label using the same 4 lines with vp3 would have pp9:pg7

You are now ready to enter your data and print the label. Be careful to press RETURN after each entry line. If you want to print a number of different labels, enter them in order making sure you have the same number of lines in each set (use a RETURN alone on a line if there is no data for the line). If you want to print the same label a number of times, just set it up once and set the number of copies in the print selection sequence.

For example: To make a label for myself (using Paperclip)
(Note: replace the * with the checkmark if you are using Paperclip)

```
*cm:label
*cm:l-across 15/16 X 3 1/2
*pp6:pg5:lm5:rm35:vp1
Richard Maze
143 Birchwood Cres.
REGINA, Sask.
S4S 5S3
```

Some variations, hints and tips:

For disk labels you may want to center each line between the margins. If so then set the margins to 1 and 35 to get proper centering.

For disk labels you may want to use oversize print (Paperclip use pt5). Be careful with this though as it can produce some weird results - you will have to investigate yourself.

If you have 2-across labels, the easiest way to use them is to treat them as 1-across and print the left half only. When finished this, simply put them in upside down to print the other half.

Save a label master on disk as it is easier to modify a label file that works than recreate one each time.

If you have color printer ribbons, you can only print part of a label using the existing color (use RETURN for lines you don't want to print right now). Then, put the label back to the start, RETURN out the lines you have printed and add the data for the lines you want to print and print the label again. This is a good way to produce multicolor labels for your disk library (remember the CUGS Christmas disk?).

If you have a lot of different labels to make up - use variable blocks in the label design. All you need is to have your data in a sequential file on disk so it matches the blocks. Using variable blocks is another story which I'll try to approach in a future article.

Don't leave labels in your printer - they tend to dry up, curl, and come off creating a difficult task to remove them.



Experts on Parade!

This month marks the beginning of a new section in the MONITOR. We are going to list member's names and phone numbers under specified areas of "expertise". If you have a problem or question you should be able to find someone in this section to call and get the help you need.

Right now we need to increase our "EXPERT" list. If you feel that you know something fairly well- like a program (i.e. Paperclip III), or a group of programs (ie. word processing, or printers or other equipment), or a particular language, etc. etc. etc. - and wouldn't mind trying to help another member when they call, please give your name to any executive member so your name can be included in the next issue of the MONITOR.

In case you weren't sure, an expert is an unknown quantity, x ... under pressure - spurt! By this definition, we all qualify as experts. One of the main reasons we join a computer club is to share with others and improve our knowledge. This is a good vehicle for doing just that and a chance for everyone to get involved.



Wordprocessing:

- Paperclip III - Shaun Hase ----- 584-3371
- Paperclip (to version E) - Richard Maze 586-3291
- Paperclip (any version) - Ken Danylczuk 545-0644

Spreadsheet:

- Multiplan - Richard Maze ----- 586-3291
- Pocket Planner - Barry Bircher ----- 359-1925
- Better Working SS - Ken Danylczuk ---- 545-0644

Databases:

- Pocket Filer - Barry Bircher ----- 359 1925
- Oracle (Consultant) - Ken Danylczuk --- 545-0644

Communications:

- Pro-128-term - Barry Bircher ----- 359-1925
- Library files - Barry Bircher ----- 359-1925

Music/Sound:

- (most) ----- Ken Danylczuk ----- 545-0644

Languages:

- Forth - Ken Danylczuk ----- 545-0644
- Pascal - Ken Danylczuk ----- 545-0644
- ML (machine language) - Ken Danylczuk - 545-0644
- BASIC (general) - Richard Maze ----- 586-3291
- BASIC 7.0 (graphics) - Shaun Hase ----- 584-3371
- BASIC (2.0-7.0) (files) - Ken Danylczuk 545-0644

Graphics:

- Print Shop/Master - Ken Danylczuk ---- 545-0644
- Koala Painter/Printer - Ken Danylczuk - 545-0644

Other:

- Disk Drive Maint. - Ken Danylczuk ----- 545-0644

GEOS:

- ??????????????????



Scratch 'n' Save

by Earl Brown

The taxman has arrived. The good news - I finished the 1988 General income tax program just in time; the bad news - there was not enough time to write the 1988 Special (short) this year. Those of you who get the "Special" form will have to run the "General" program I wrote and fill in the appropriate lines on your "Special" form. The only drawback is the General is a longer program to run.

I'll try to have the "Special" ready for next year's income tax forms unless they rewrite the darn thing again with too many changes in it. And, as last year, the Income tax program runs on the 64 as well as the 128 mode of the 128. Remember, too, that, although the program will operate in 80 columns, all routines are written in 40 columns (to work with the 64) and border pokes will not work in the 80 column mode. However, the lack of border colors will not effect the results of the program.

Disk Utilities 10 (#DJ) for the 64 is another new disk release this month from CUGS. It contains several copy programs and several Disk Catalogue programs as well as many other disk oriented programs. I think the variety is quite good and there should be a version for everyone. Most of them are fast load operations.

Our third disk this month is for the 128 (#19). Most of these programs or utilities on this disk are from computer magazines, so compare them to your magazine library and scratch those you're not entitled to, as always.

When this club was first formed we had a number of members submitting programs to me that could be added to our library. But not any more. In recent months, my main source of programs have come from Richard, our club president; Harry, our club secretary; Real, our club member at large or from myself, the club librarian. This is not too good. How about a program or two from other members in our club?

Although I appreciate original programs from our members most of all, those that are typed in from magazines (especially foreign) are also greatly appreciated. As Ken would say, keep those cards and letters flying.

Make a Date with CUGS

CUGS holds a regular meeting once a month during the months January - June and September - December at the NorthWest Leisure Centre.

Currently meetings are held on the SECOND Wednesday of each month at 7:00 pm.

The meeting dates up to June are listed below. Please write these on your calendar.

CUGS MEETINGS - MARCH - JUNE 1989

March 8
April 12
May 10
June 14

Meeting times are 7:00 - 9:00 pm

All meetings are held at the NorthWest Leisure Centre (Room #1)



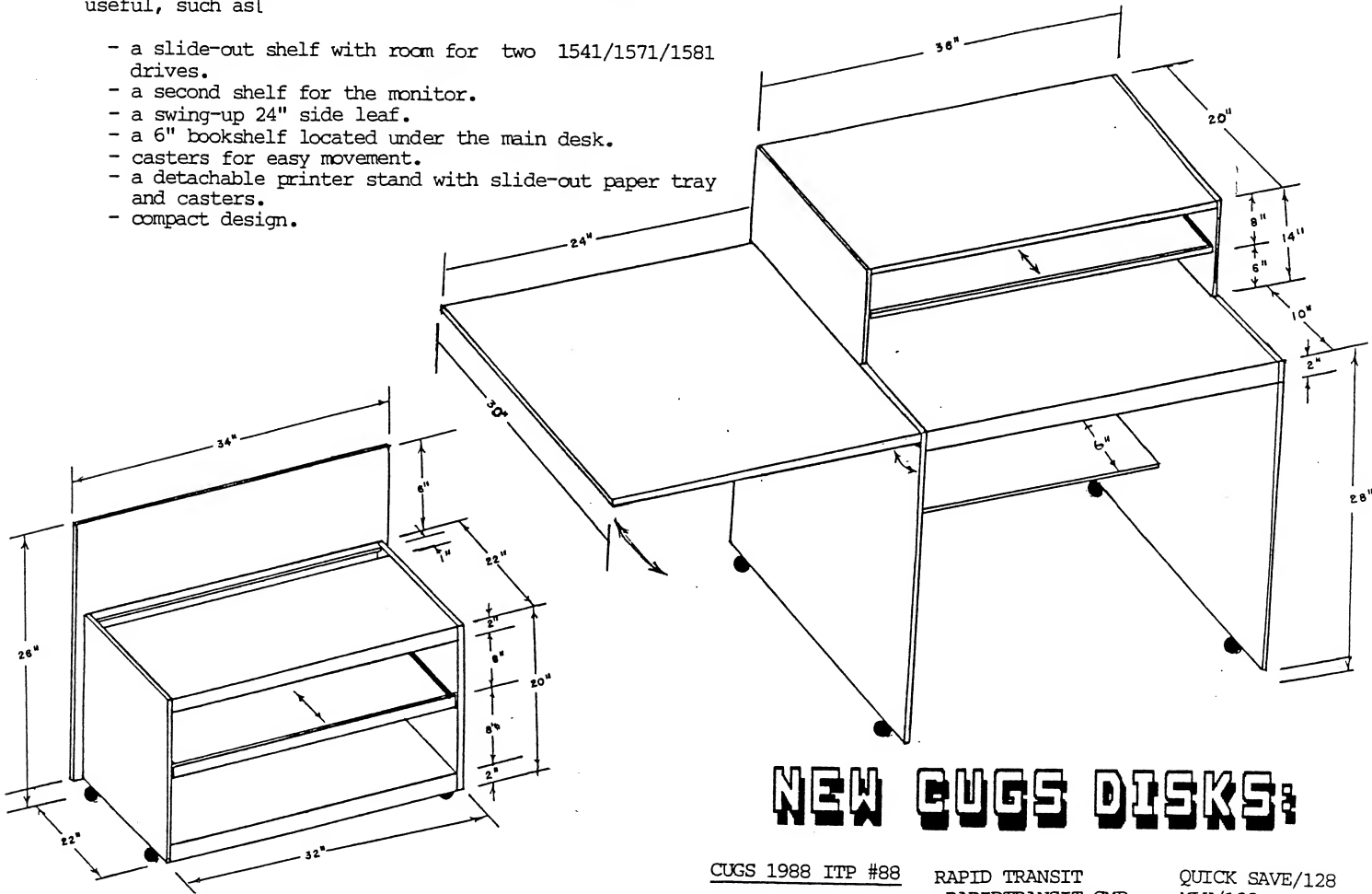
More Hard-Wood-Ware

by Steve Bagues

This is the fourth design in a series of plans for computer desks intended for the home computer user.

This design has many features that you might find useful, such as:

- a slide-out shelf with room for two 1541/1571/1581 drives.
- a second shelf for the monitor.
- a swing-up 24" side leaf.
- a 6" bookshelf located under the main desk.
- casters for easy movement.
- a detachable printer stand with slide-out paper tray and casters.
- compact design.



NEW CUGS DISKS:

CUGS 1988 ITP #88

1988 GENERAL
+PRINT PROGRAM

DISK UTIL.10 #DJ

CUGS LOADER
CUGS DATA

TURBOSAVE/64

TURBOSAVE.RUN
EASYDISK L & S
DISK MANAGER
1541 DISK SORT
DEVICE CHG
EASYDOS LOADER
EASY DOS
INDEXER

.INML
SS INDEXER DOC
INDEXER PRES
DISK NOTES
PRINT NOTES
DISK NOTES.N1544
PRINT NOTE.N1544
SUPERMAN II.C
+SORT
DIRECTORY MAGIC
GEOS COLUMN
GEOCONVERTER
GEOPUZZLE
GEOPUZZLE.-CONV

RAPID TRANSIT
RAPIDTRANSIT.CMP
WORDCOUNT BOOT
WORDCOUNT GEN
WORDCOUNT
VFAST FILECPY
!
!.INSTRUCTIONS
MENU CREATOR
D.MENU CREATOR
FAST FILE COPIER
NEW DIR FILER V2
DISK RETRIEVER
BLAST COPIER 64

CUGS 128 PGMS #19

TAROT 3.1A
FSTHRES DUMP/128
HIRES DEMO 1/128
HIRES DEMO 2/128
HIRES DEMO 3/128
HIRES DEMO 4/128
HIRES DEMO 5/128
SKEET/128
SKEET.16400
MATH GRAPH 1/128
MATH GRAPH 2/128
PERISCOPE/128
SQUARE LOGIX/128
SQRS.OP
SQRS.SPR
BAR GRAPHER/128
EXCELFONT 80/128

QUICK SAVE/128
MLX/128
CRIBBAGE/128
CR128
ZOOM/128
ZOOM.4864
SHELL.Booter
DOS SHELL
SPEEDCHECK/128
MULTISORT/128
MULTISORT DEMO
%SORTO
%SORTI
TEST SORTER/128
BLOCK OUT/128
SPRITES
CUSTOM BOOT/128
UNICOPY128/REU
LIBRARY 128
DIGI-SOUND/128
KEYLOCK/128
KEYLOCK.3072
CROSSWORD CR/128
WINDOWING/128
SCROLLDIR/128
SDIR.4864
SCREEN GEN/128
ANIMATOR/128
RUNNER64/128
RUNNER64.OBJ
GRIDLOCK/128
ONBREAK DEMO/128
ONBREAK/CMD
SUB1
SUB2
BREAKMAKER/128
BACTERIA/128

Hang onto your pens and paper, club members, the Monitor is holding a contest!

If you've ever thought of writing a little computer tidbit, a thoughtful viewpoint, or a full blown article for the Monitor, now is the time to do it.

Because now, with every article you send to the Monitor that we are able to use, you will be given one chance to enter a contest to win a software prize. A year from now, a person will be selected from all those who submitted articles to receive a commercial software prize.

And, just to get the ball rolling, when you submit your first article, you will receive a complimentary public domain disk from our club's library.

The more articles you write, the better your chances at winning. So start now! By submitting an article to the Monitor, you not only earn a computer disk and a chance at a commercial software prize, but you also help the club's newsletter.

